



Hamilton “Tony” Johnson

Hamilton S. Johnson Jr. (Tony) has been creating and teaching computer graphics for the past 30 years. He owned three companies during that time which focused on various enterprises including architectural rendering and previz, television animation and post-production and exploring new uses for traditional production tools while on a long-term contract with the Naval research Laboratory in Washington, DC. Tony is currently focused on teaching, and his personal work involves integrating game design and 3D software to streamline production pipelines.

Tony has created permanent animated display pieces for the Constitution Center and Museum in Philadelphia, and his list of clients has included ABC-TV, Fox Television, Prudential Television, LRP Digital Studios, Avekta Productions, The Animation Café, The Napoleon Group, Tree House Animation, The Splinter Croup, the Orthodox Union, Vista-Con Technologies, AVID, NOVA/WCBH, NASA and the Naval Research Laboratory.

In 1996 Tony joined the staff of Future Media Concepts as the East Coast trainer for Sofimage3D. He continued to train for them until 2021, both as staff member and as a freelance instructor on products that included XSI, Avid DS, Maya, and Adobe After Effects. He has provided training for all branches of the military and the CIA, as well as onsite training at FOX news, ABC Television, HBO, DINFOS, NASA, and the Naval Research Lab.

Since 2000, Tony has been a member of the faculty at the Fashion Institute of Technology in New York city where he has taught classes ranging from computer modeling and animation to post-production workflow, authoring for Interactive media and game coding. He has also taught similar classes as visiting faculty at Rutgers University since 2014, the School of Visual Arts (MFACA) and the Feirstein School of Cinema at Steiner Studios, Brooklyn College (CUNY).

In 2005 he co-authored the book *Softimage XSI for the Future Animation Studio Boss*, with George Avgerakis. He has been on the product advisory boards of Adobe, Autodesk and Nvidia and currently sits on the curriculum advisory board of Five Towns College on Long Island, NY. In 2016 Tony received the Chancellor’s Award for excellence in Adjunct teaching from the State University of New York.

On a final note: Tony's multi-media career began in the theater in 1981 when, fresh out of college, he was hired as the resident Sound Designer for the *Alley Theatre* in Houston, TX. During his three-year residency, he designed the sound for more than forty shows and wrote the music for three of them. This was followed by a stint at Dartmouth College as Technical Director of the Hopkins Center and Assistant Professor of Theatre.

Tony attended Oberlin College and the Yale School of Drama / Yale Repertory theatre, where he studied Lighting, Sound and Technical Direction. It was here that he first discovered that computers were being used to create three-dimensional images, and despite landing a job as the Technical Director of the Boston Shakespeare Company, he began experimenting with early 3D software in his free time. In 1992 he gave up stage production and opened his first computer graphics design company.